

CLAIMS

1. (Currently Amended) A method for managing time-sensitive packetized data streams at a receiver, comprising:

receiving a time-sensitive packet of a data stream;

comparing an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

either dropping or playing the packet based on the comparison;

storing the packet in a buffer;

wherein either dropping or playing the packet based on the comparison comprises either dropping or playing the packet based on the comparison and a fullness of the buffer;

determining whether to insert a filler packet based on the comparison and the fullness of the buffer; and

wherein determining whether to insert the filler packet comprises:

determining if an underrun condition exists in the buffer; and

determining if a previous packet can be repeated or if a new packet needs to be inserted.

2. (Canceled)

3. (Canceled)

4. (Original) The method of Claim 1, wherein the time-sensitive packet comprises a real-time packet.

5. (Original) The method of Claim 1, wherein the payload signal is a voice signal.

6. (Previously Presented) The method of Claim 1:

further comprising analyzing the energy level of the payload signal for the comparison of the energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

wherein analyzing the energy level of the payload signal of the packet comprises:

determining a short term average energy of the payload signal;
determining a noise floor estimate; and
comparing the short term average energy and the noise floor estimate.

7. (Canceled)

8. (Canceled)

9. (Canceled)

10. (Currently Amended) The method of Claim 1~~Claim 2~~, further comprising
determining whether an overflow condition exists in the buffer.

11. (Currently Amended) A set of logic encoded in media for managing time-sensitive packetized data streams at a receiver, the logic, when executed by a computer, operable to:

receive a time-sensitive packet of a data stream;

compare an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

either drop or play the packet based on the comparison;

store the packet in a buffer;

wherein logic operable to either drop or play the packet based on the comparison comprises logic operable to either drop or play the packet based on the comparison and a fullness of the buffer;

determine whether to insert a filler packet based on the comparison and the fullness of the buffer;

determine if an underrun condition exists in the buffer; and

determine if a previous packet can be repeated or if a new packet needs to be inserted.

12. (Canceled)

13. (Canceled)

14. (Original) The logic of Claim 11, wherein the time-sensitive packet comprises a real-time packet.

15. (Original) The logic of Claim 11, wherein the payload signal is a voice signal.

16. (Previously Presented) The logic of Claim 11, wherein:

the logic is further operable to analyze the energy level of the payload signal for the comparison of the energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

wherein logic operable to analyze the energy level of the payload signal comprises logic operable to:

determine a short term average energy of the payload signal;

determine a noise floor estimate; and
compare the short term average energy and the noise floor estimate.

17. (Canceled)

18. (Canceled)

19. (Canceled)

20. (Currently Amended) The logic of Claim 11~~Claim 12~~, wherein the logic is
further operable to determine whether an overflow condition exists in the buffer.

21. (Currently Amended) A system for managing time-sensitive packetized data streams at a receiver, comprising:

means for receiving a packet of a data stream;

means for comparing an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

means for either dropping or playing the packet based on the comparison;

means for storing the packet in a buffer; and

means for either dropping or playing the packet based on the comparison comprises

means for either dropping or playing the packet based on the comparison and a fullness of the buffer;

means for determining whether to insert a filler packet based on the comparison and the fullness of the buffer;

wherein means for determining whether to insert the filler packet comprises:

means for determining if an underrun condition exists in the buffer; and

means for determining if a previous packet can be repeated or if a new packet needs to be inserted.

22. (Canceled)

23. (Canceled)

24. (Original) The system of Claim 21, wherein the time-sensitive packet comprises a real-time packet.

25. (Original) The system of Claim 21, wherein the payload signal is a voice signal.

26. (Previously Presented) The system of Claim 21:

further comprising means for analyzing the energy level of the payload signal for the comparison of the energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

wherein means for analyzing the energy level of the payload signal of the packet comprises:

means for determining a short term average energy of the payload signal;
means for determining a noise floor estimate; and
means for comparing the short term average energy and the noise floor estimate.

27. (Canceled)

28. (Canceled)

29. (Canceled)

30. (Currently Amended) The system of Claim 21~~Claim 22~~, wherein means for determining whether to drop the packet comprises means for determining whether an overflow condition exists in the buffer.

31. (Canceled)

32. (Canceled)

33. (Canceled)

34. (Canceled)